The 6th International Conference on Software Engineering Research and Innovation (CONISOFT 2018) will be held in San Luis Potosi, SLP, México on October 24-26, 2018. The aim of the conference is to bring together practitioners and researchers from academia, industry and government to advance the state of the art in Software Engineering, as well as generate synergy between academia and industry to define an agenda for collaboration to support and promote the development of the software industry in México and at the international level. Papers that combine theory and practice in Software Engineering are especially welcome.

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Topics:
CONISOFT 2018 Topics: The topics for this edition are listed below, but are not limited to these:

1. Core themes:
   • Requirements engineering.
   • Systems modeling: languages, mechanisms of formalization.
   • Architecture and software design.
   • Models and quality systems.
   • Process models.
2. Empirical Software Engineering:
   • Empirical Methods.
   • Statistical Methods and Measurement
   • Simulation Methods.
   • Missing Data in Software Engineering.
   • Experimentation in Software Engineering.
   • Human Factors in Software Engineering.
3. Formal methods:
   • Theoretical basis for software engineering.
   • Formal methods for software engineering.
   • Experimental evaluation and validation.
   • The split between industry practice and academic research.
4. Trends in Software Engineering:
   • Construction of complex systems: recommendation systems.
   • Software engineering for very small mobile software applications and context, and very large software ecosystems.
   • Modeling and knowledge management.
   • Support methodologies: agents-based methodologies, natural language processing, machine learning.
5. Interaction with other disciplines:
   • User-centered design: human-computer interaction, usability engineering.
   • Social Issues in software engineering: psychology, sociology.

Participation modalities (types of works):
•Track 1: Scientific papers (original research, basic and experimental). Papers written in English or
Spanish. Works will be presented as long papers (up to 10 pages.)

**Track 2: Teaching experiences.** Papers written in English or Spanish. Works will be presented as short papers (up to 6 pages.)

**Track 3: Work in progress:** Bachelor, Master and Doctorate works. Papers written in English or Spanish. Works will be presented as short papers (up to 6 pages.)

**Track 4: Industry experience** papers (situations experienced in the industry, success stories). Papers written in English or Spanish. Works will be presented as short papers (up to 6 pages.)

Papers must be original works, not have been published before, nor subjected simultaneously to other events. Submitted papers will be evaluated by an international technical committee composed of renowned researchers and professionals, which can be consulted in the Web site of the conference.

**Paper structure:**
The characteristics of the types of works and their structure can be consulted in the Web site of the conference. To prepare your paper, please use the “guide for authors” of the IEEE Computer Society editorial board:
http://www.computer.org/portal/web/cscps/formatting
Or download the template from:

**Languages:**
Papers will be presented in English or Spanish.

**Paper publication:**
(a) Accepted papers in English, from Track 1, will be submitted for inclusion in IEEE Xplore and other indexing databases.
(b) Accepted papers, from Tracks 2, 3 and 4 (and Spanish papers from Track 1), will be integrated and published either in the electronic memories (with ISBN) of the conference —edited by the CONISOFT 2018 Organizing Committee— or in the journal Abstraction and Application.
(c) Based on the quality of the submissions, we are considering publishing best papers in a post-workshop special issue of distinguished journals (This could require an additional payment to the journal). We have secured two journals and some more are being considered:
- Revista Ibérica de Sistemas e Tecnologias de Informação
- Journal of Information Systems Engineering and Management

Authors will be required to provide expanded versions of their submissions, which will undergo an additional review process for inclusion in the special issue.

**Submission:**
- Please submit a blind paper.
- Be aware that papers must be consistent and remain in the language originally submitted (English or Spanish)

For paper submission please visit the EasyChair link:
https://easychair.org/conferences/?conf=conisoft2018

**Committees:**
CONISOFT 2018 is promoted by the Mexican Thematic Network of Software Engineering (Red Temática Mexicana de Ingeniería de Software) integrated by the following universities:
- Universidad Autónoma de Baja California,
- Universidad Nacional Autónoma de México,
- Universidad Autónoma de San Luis Potosí,
- Universidad Autónoma de Yucatán,
- Universidad Veracruzana,
- Instituto Tecnológico de Hermosillo,
- Universidad Tecnológica de la Mixteca,
- Universidad Autónoma Metropolitana,
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Technical Committee:
In this edition the Technical Committee is integrated by high qualified researchers in the area of Software Engineering and close related disciplines. Please, see this link for more information about Technical Committee: http://conisoft.org/2018/public/#committees

Important dates:
May 20, 2018: Paper Submission
July 15, 2018: Notification of acceptance
August 26, 2018: Sending final version
August 25, 2018: Registration (early)
October 24-26: CONISOFT 2018

Venue:
Universidad Autónoma de San Luis Potosí (UASLP)

San Luis Potosí is the capital and the most populous city of the Mexican state of San Luis Potosí. The city is named after Louis IX of France, who is the city’s patron saint. San Luis Potosí’s historic center displays a great mixture of different artistic styles in many buildings and is a major example of colonial architecture in México. In 2010, the historic center was listed as a UNESCO World Heritage Site within Camino Real de Tierra Adentro.

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